

# Rover Localization in Mars Helicopter-generated Aerial Maps: Experimental Results in a Mars-analogue Environment

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#### Introduction

#### **Current**



#### **Science-oriented mission**

- Understanding Mars geology and habitability of environment
- Frequent stops for scientific interests

#### **Day-to-day operations**

- Planning tactical activities for 1-3 Martian days in a single ground-in-the-loop cycle
- "Restricted sols" due to Earth-Mars time gap

#### Limited use of AutoNav

- Significantly slower than manual drive
- Wheel damage (MSL)

#### Future (2020 and beyond)

#### Mars 2020



Mars Sample Return Fetch rover (concept)



#### More drive-oriented missions

- e.g., Collect sample tubes and return to the base before to launch to Earth
- Travel longer distance per sol

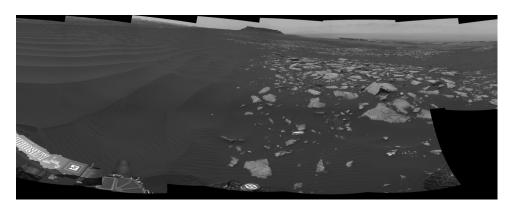
#### **Higher dedication to AutoNav**

- Drive beyond the line of sight
- Drive longer on restricted sols

#### Increased onboard resources

 Vision-dedicated processors (Mars 2020) and multi-core general-purpose processors (future missions)

### **Autonomous Vision-based Navigation**



Feature-poor terrain on Mars (Left: MSL Curiosity, Right: MER Opportunity)

#### **Challenges:**

- Failure to detect features on low texture terrain.
- Failure to track features due to glare or shadows

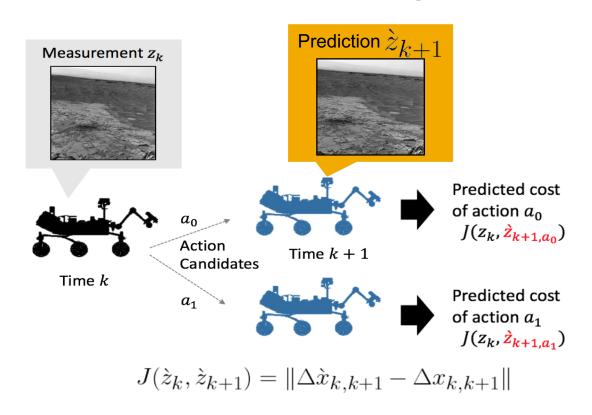
#### **Current Solution:**

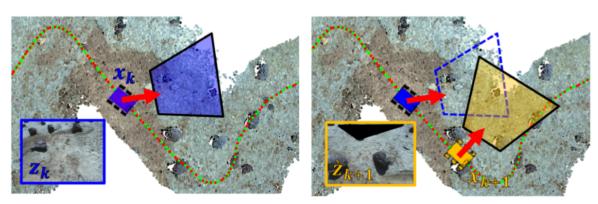
Human intervention (manual mast pointing)

#### **Alternative Solution:**

perception-aware mast pointing to reduce uncertainty and visual odometry failure

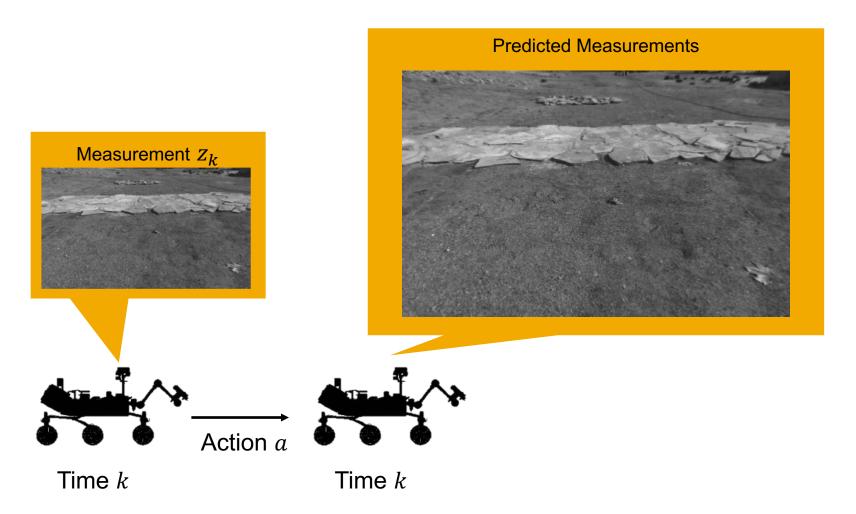
### **Perception-aware Mast Pointing**



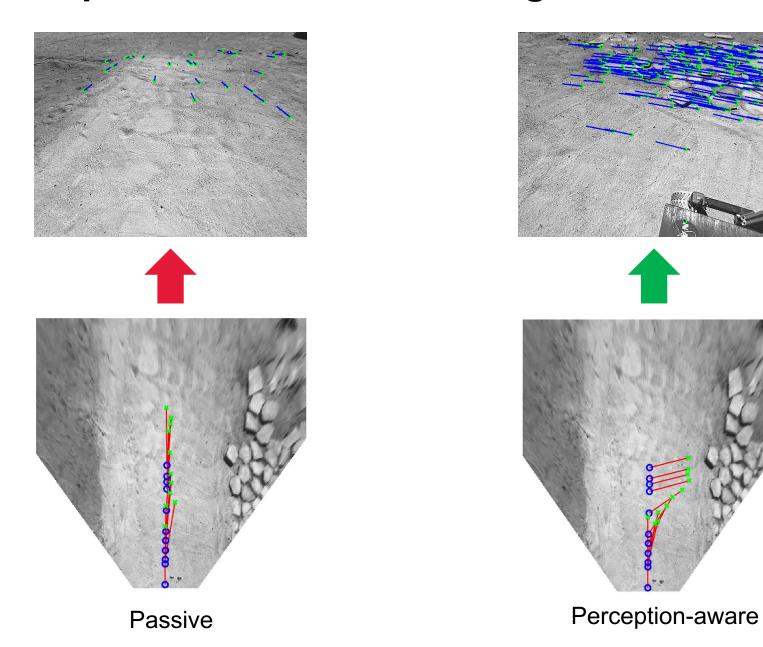


### **Perception-aware Mast Pointing**

Example of Synthesized Images



### **Perception-aware Mast Pointing**



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### Perception aware mast pointing

#### Pros:

> Reduce uncertainty and visual odometry failure

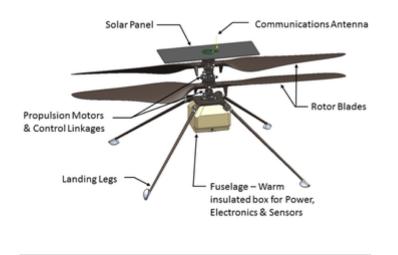
#### Cons:

- > Relies on rover's measurement of the local terrain
- > Can only predict few steps into the future
- Not suitable for strategic long term planning

#### A Potential Future Solution → Mars Helicopter!

➤ Rely on high resolution aerial imagery for long term trajectory and mast planning

#### **Mars Helicopter**





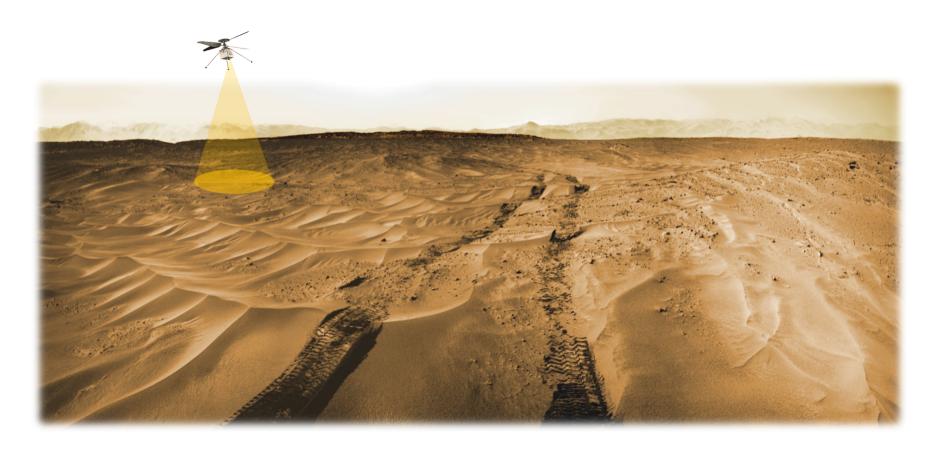
#### **Specifications:**

> Flight Time: 90s/sol

➤ Flight Range: ~600m

> Flight Altitude: 3m to 10m

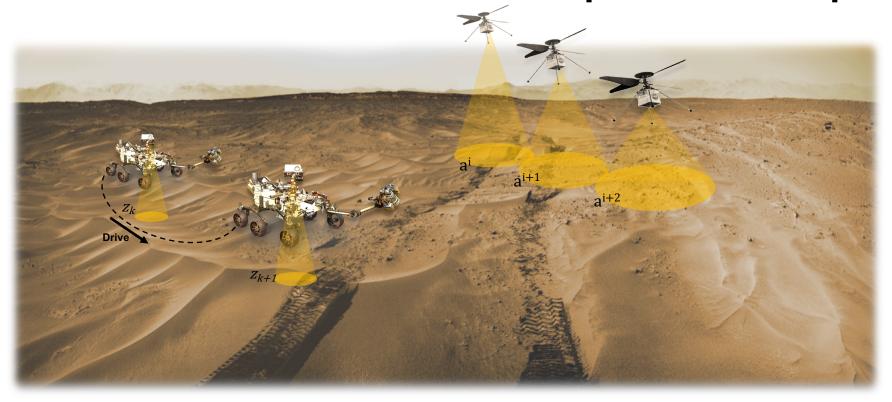
### Mars Helicopter – Scouting the Martian Terrain



#### **Objective:**

- Identification of interesting science targets
- > Acquire high resolution aerial imagery of the environment

### **Rover Localization in Mars Helicopter Aerial Maps**



#### **Objective:**

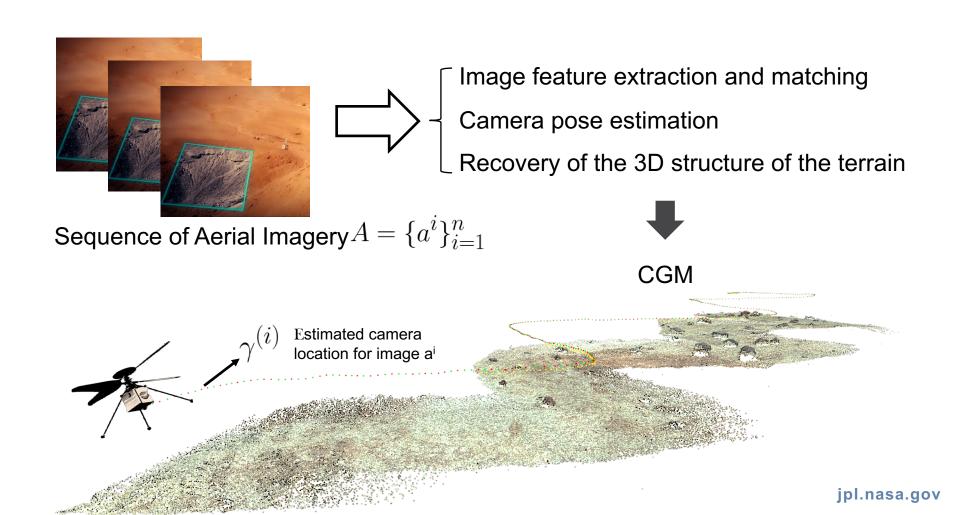
To create a high resolution aerial map that can be used for rover's long term strategic planning

#### **Challenge:**

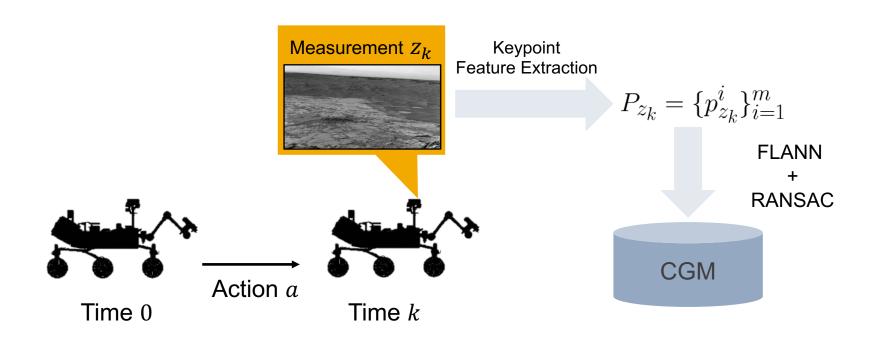
Rover needs to establish its pose in the provided aerial map for a successful perception aware trajectory and mast planning

#### **Aerial-to-Ground Localization**

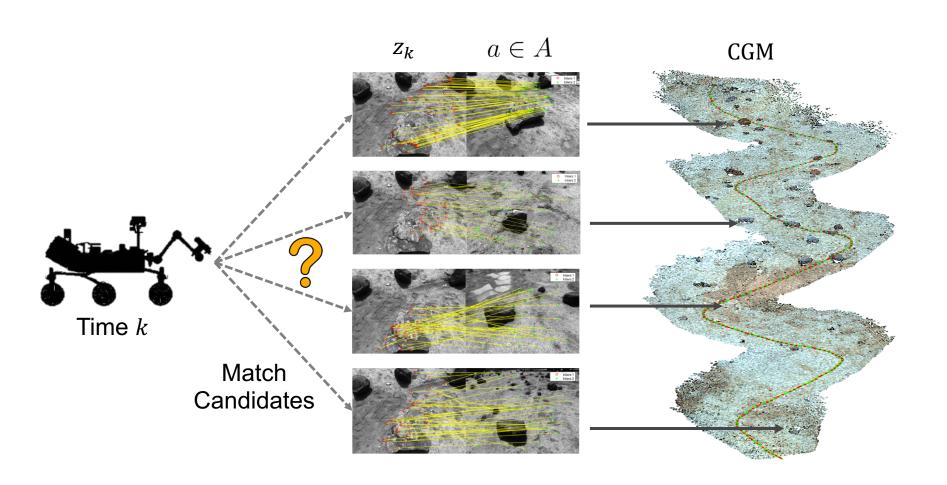
CGM: Copter-generated Map



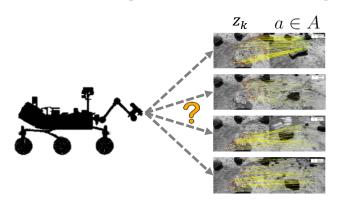
### **A2G Image Matching**



### **Ambiguity in Data Association**



### **A2G Image Similarity Evaluation**



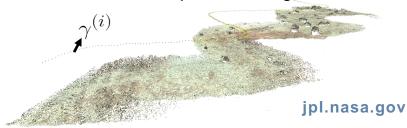


$$R(C_a, C_z') = |C_a|^{-1} \sum_{j=1}^{|C_a|} ||c_a^j - c_z'^j||$$

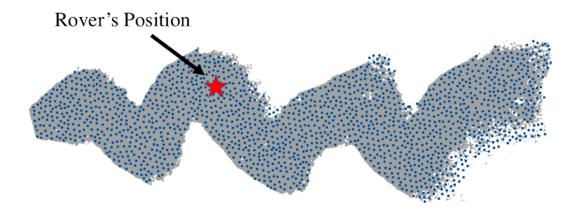
$$\Rightarrow$$
  $s(z_k, a^i) = (1 + R(C_a^i, C'_{z_k}))^{-1}$ 

$$p(z_k|\gamma^{(i)}) = s(z_k, a^i) (\sum_{a \in A} s(z_k, a))^{-1}$$

i-th estimated camera pose for image ai



#### **Particle Filter Localization**

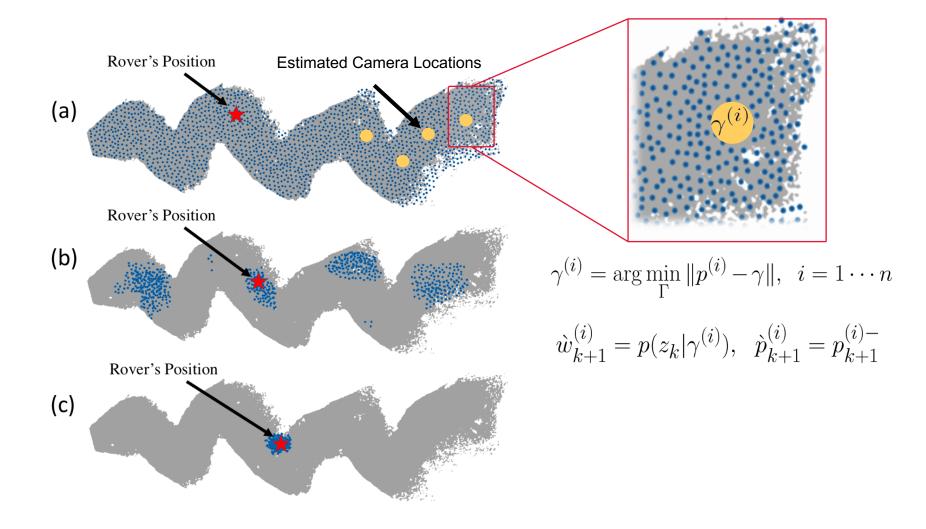


$$b_k = p(x_k|z_{0:k})$$

$$b_k(x) = \sum_{i=1}^n w_k^{(i)} \delta(x - p_k^{(i)})$$

$$\bullet$$
  $s_k = (p_k^{(i)}, w_k^{(i)})_{(i=1:n)}$ 

### **Particle Filter Localization**



### **Experiments**

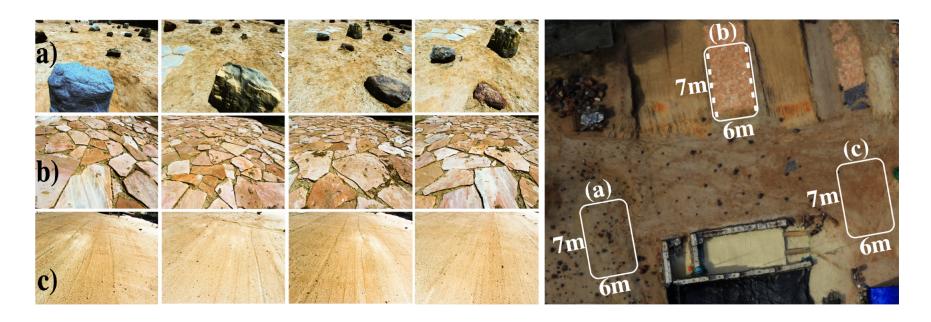
#### Jet Propulsion Laboratory's Mars Yard



- Outdoor simulated Mars-analogue environment
- ➤ Large test area to test different robotic applications
- Various natural lighting conditions, soil characteristics, and rock colors.

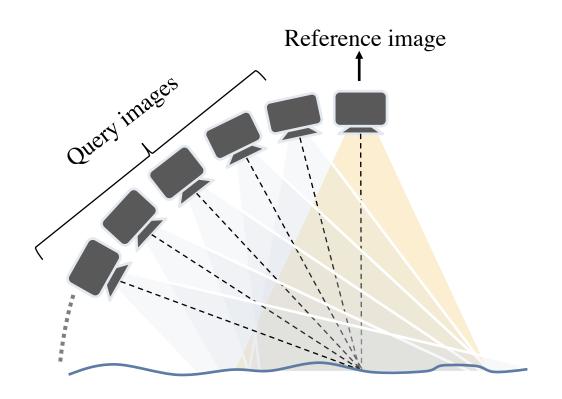
### **Experiments**

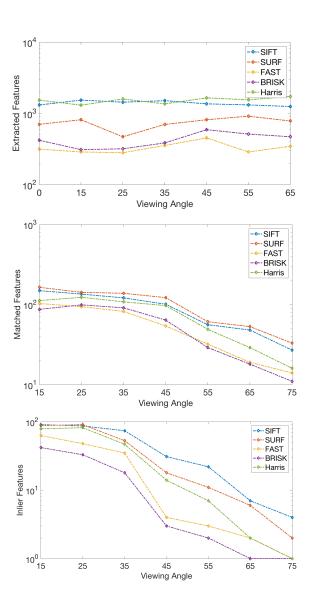
#### Jet Propulsion Laboratory's Mars Yard



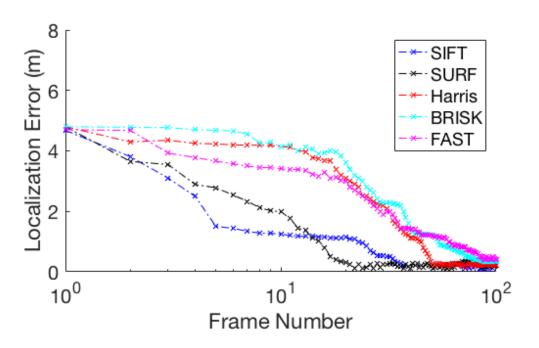
- a) Feature-rich terrain
- b) Repetitive and ambiguous features
- c) Feature-poor terrain with sparse landmarks

### **Viewing Angle Variations**





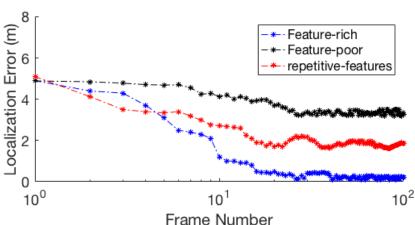
# **Comparison of Different Feature Detection/Description Methods**



- Terrain Type: Feature-rich
- > Time of Day: Morning for both Aerial and Ground imagery
- > Performance Metric: Localization accuracy compared to rover's ground truth

### **Terrain Type Variations**

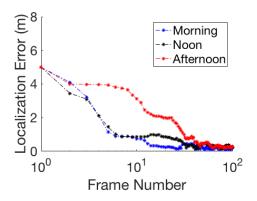




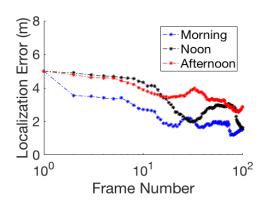
- > Terrain Types:
  - Feature-rich,
  - Feature-poor
  - Repetitive and Ambiguous Features
- > Time of Day: Morning for both Aerial and Ground imagery
- Performance Metric: Localization accuracy compared to rover's ground truth

#### **Illumination Variations**

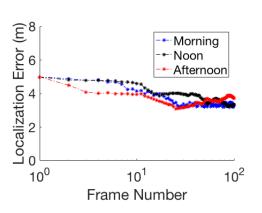
### Feature-rich



#### Repetitive-Features



#### Feature-poor

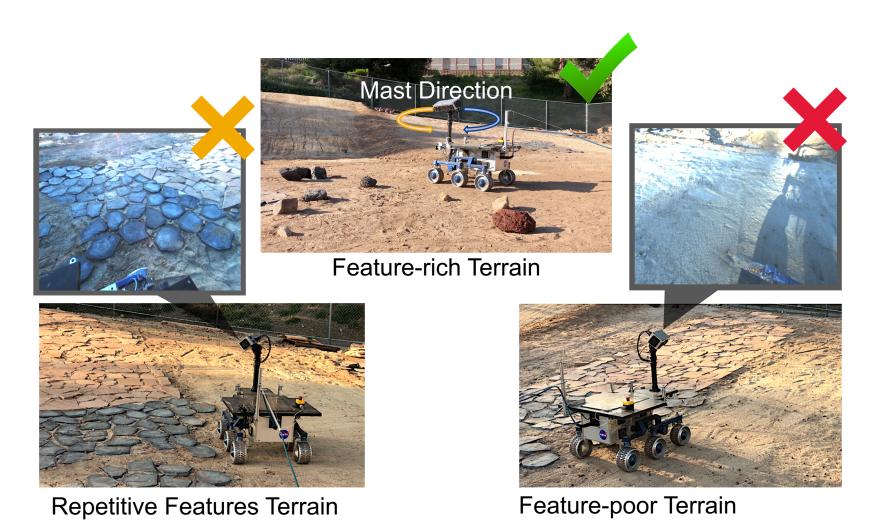


- Aerial Dataset obtained at 9:00AM
- Ground imagery obtained:
  - Morning (9:00 AM)
  - Noon (1:00 PM)
  - Evening (5:00PM)

- Terrain Types:
  - o Feature-rich,
  - Feature-poor,
  - Repetitive Features

### **Conclusion**

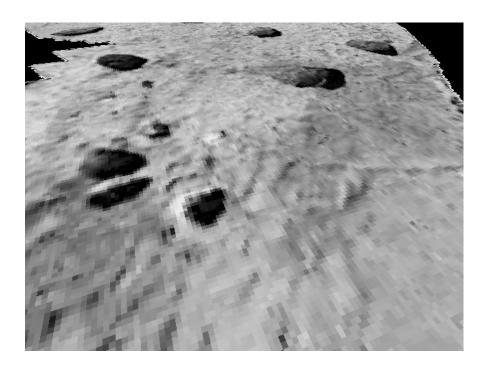
➤ Robust A2G localization is possible in a feature-rich Mars-like environment



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### **Conclusion**

➤ Once the rover is localized in the map → long term strategic planning

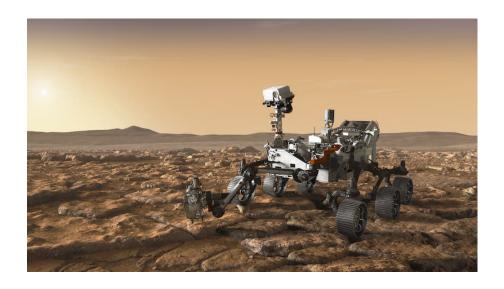


#### **Future Work**

#### **Distributed Collaborative Mapping**

Investigate the graph-based methods for distributed collaborative mapping using a team of rover and helicopter in a Mars-like environment.

#### **Acknowledgement**



The research was carried out at the Jet Propulsion Laboratory, California Institute of Technology, under a contract with the National Aeronautics and Space Administration.

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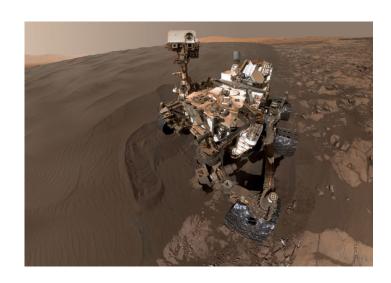
### **Backup Slides**

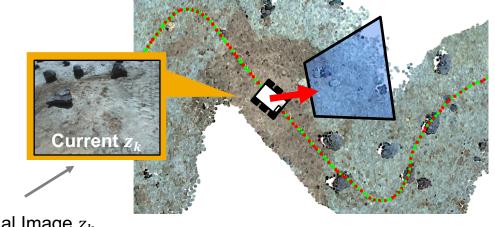
### **Future Work: Perception-aware Motion Planning**

Future image synthesis and performance prediction

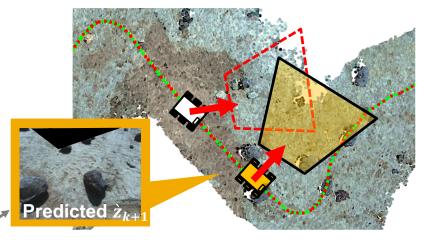
**Where** to point mast?

When to take image?

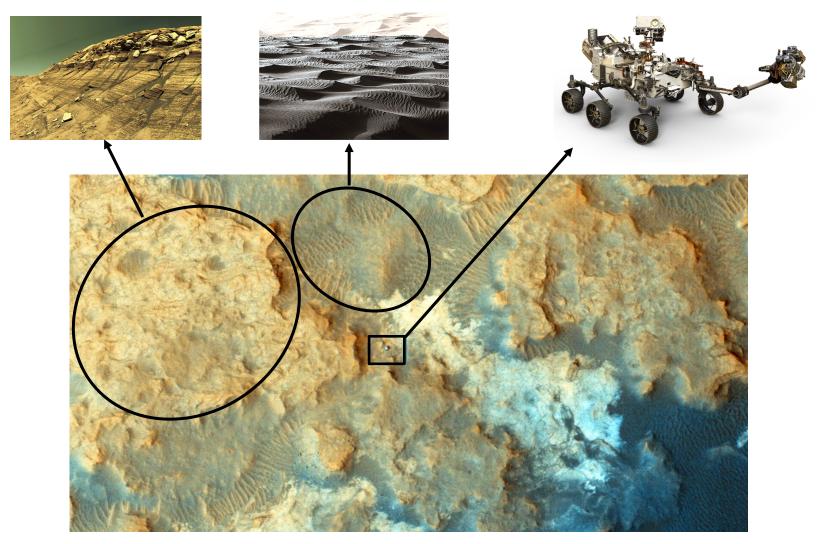




Visual Image  $z_k$ 



### **Rover Localization on HiRISE Imagery**



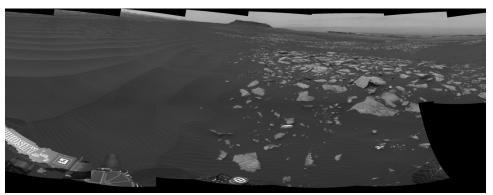
Curiosity rover can be seen at the Pahrump Hills area of Gale Crater in this view from the HiRISE camera on the Mars Reconnaissance Orbiter. Image credit: NASA / JPL-Caltech / University of Arizona.

### **Summary of Experiments**

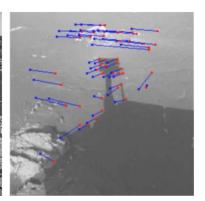
Feasibility, robustness and performance of A2G localization is studied under following conditions:

Experiment	Performance Metric
A2G Viewing Angle Variations	Number of correct matches
Feature detector/descriptor variations	Number of correct matches Localization Error
Illumination Variations	Localization Error
Terrain Type Variations	Localization Error

### **Autonomous Vision-based Navigation**







Feature-poor terrain on Mars (Left: MSL Curiosity, Right: MER Opportunity)

Feature tracking failure due to rover shadow

#### **Challenges:**

- Failure to detect features on low texture terrain
- Failure to track features due to glare or shadows

#### **Current Solution:**

Human intervention (manual mast pointing)

#### **Alternative Solution:**

perception-aware mast pointing to reduce uncertainty and visual odometry failure